Canadian History

Rebellion in the West

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Victoria, B.C., CANADA, V8X 5E1

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Part One

Using the Simulation

Introduction

It is 1883. In Ottawa, John A. Macdonald has convinced his government and the Canadian people that a transcontinental railway can, and must, be built. In Red River, the government of the postage-stamp province has taken hold, and settlement has progressed. In Montreal, George Stephen contemplates his joining of the country "from sea to sea" and wonders how he can induce people to ride his trains and settle the west. In Montana, Louis Riel has settled with his family and has taken a post as a school teacher.

Only a few hundred miles north, in the North-West Territories, it is mostly quiet. The great herds of buffalo are gone. The Indians have settled on reserves and are starving. The first homesteaders have appeared and the Metis have begun a few loose settlements near the Saskatchewan River.

So begins *Rebellion in the West*, a simulation spanning four volatile years in the Canadian west.

You must choose a side. If you decide to command the Metis, your goal will be to establish farms and towns in which you can live, and to prevent homesteaders from taking over the area. If you find the homesteaders and government surveyors are simply too much to bear, you may choose to rebel — to take the area by force.

If you side with the settlers, you will have to use the support given to you by the government to build the prairies into the "breadbasket of the world." You may claim any unsettled area, or any area settled by the Metis (who have no legal right to the territory). In fact, you may use the government surveyor to uproot Metis farms. Ultimately, it is your job to settle and civilize the west!

You must deal with the historical strengths and weaknesses of the side you choose, but don't take anything for granted! It is possible to change history. Is a rebellion necessary? Perhaps not. Would it better strategically to rebel before the CPR is finished? If you are thoroughly prepared and familiar with Canadian history, you can design a strategy that will lead your side to victory.

Good luck!

Aims and Objectives

This program brings a chapter of history to life and can provide an exciting, creative outlet for students.

Information is presented in three ways:

- through the simulation of the settlement of the North-West Territories the student will experience and learn the realities of the 1800s in Canada.

- in answering the questions, students will learn about the history of the era: the nature of the rebellion, living conditions for the Metis and Indians, the names and backgrounds of various political and military leaders, and the events which shaped the age.

- the student will gain a visual appreciation of the geography of the prairies by using the maps included in the program.

Students must make informed and thoughtful decisions in order to complete the simulation. They must be able to correctly answer questions regarding the historical facts of the Saskatchewan Rebellion and they must be able to define and implement a strategy to lead their side to victory.

Knowledge Objectives

Upon completion of the simulation, the student should be able to:

- state the issues which brought the Metis and Canada to such drastic action
- describe the hardships and advantages which hindered and helped both sides
- state the names and backgrounds of the principle figures involved in the Saskatchewan Rebellion
- describe the lives of the Metis, including the ways in which the white man altered the Metis way of life
- identify the areas in which the battles took place
- identify the strategies which both sides employed during the Rebellion
- explain how the rebellion helped to change the nature of Canada and set the tone for relations between Canada's French and English

Feedback is given throughout the program. Routines such as *Topics* and *Words* add color and detail.

Skill Objectives

The student should also improve these specific skills upon completion of the simulation:

- decision-making skills
  - searching for alternatives
  - weighing alternatives
  - evaluating decisions

- social skills
  - contributing to group problem-solving
  - expressing ideas
  - listening to others
  - defending a point of view
  - accepting the opinions of others
  - reaching consensus
  - co-operating

- map skills
  - location and distances
  - route planning

- research skills
  - searching for information
  - categorizing information
  - record keeping

- strategy formation and implementation
  - defining possible strategies
  - testing strategies
  - examining alternate strategies
  - planning a course of action
  - following a course of action

Decision-making, strategy formation and implementation play major roles throughout the simulation. Social skills are enhanced by group decision-making and strategy planning. Map skills are developed through mapping routes and determining locations. The student will exercise research skills when searching *Information* for answers to questions that appear during the simulation.

System Requirements

There are three disks in the Apple 5.25" disk version of this program, titled: *Rebellion Master*, *Rebellion One*, and *Rebellion Two*. If you are using the MS-DOS 5.25" disk version you will have two disks — *Rebellion Master* and *Rebellion One*. The program fits entirely on one 3.5" disk (Apple or MS-DOS), titled *Rebellion in the West.*

Apple versions will operate on Apple II+, IIe, IIc, and IIgs computers with 64K RAM (or more) and one or two disk drives.

MS-DOS versions of *Rebellion in the West* will run on any IBM PC with at least 256K RAM and one or two disk drives. The PC must be equipped with a Color Graphics Adapter (CGA) or equivalent. The program will also operate on IBM compatibles, including the Tandy 1000.

Getting Started

Before you begin using this program we suggest you make a backup of the disk(s) in accordance with the copyright information supplied on page *iii* of this manual. If you are using one of the 3.5" disk versions, or a network version, of this program, please refer to Appendix A of this manual before reading the following.

Apple

The boot (start up) disk is titled *Rebellion Master*. Place it in Drive One. Boot the program by turning on the computer or by pressing the appropriate keys (as shown in your Apple Owners Manual — the <CTRL> , <RESET> and <OPEN APPLE> keys in the case of the Apple IIe) if the computer is already on.

MS-DOS

Boot the program by loading DOS 2.0 (or higher), then insert *Rebellion Master* and type **REB** .

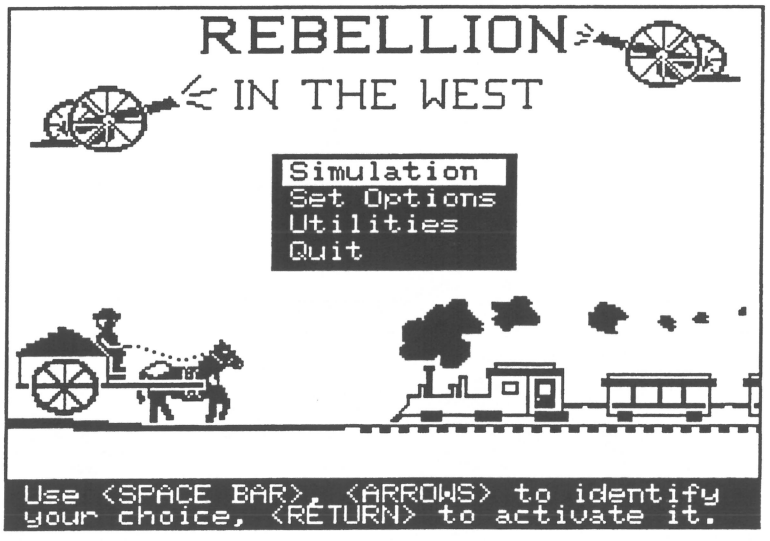
Introductory Screen

When the simulation is loaded, an introductory screen will appear (see Diagram 1). To begin the simulation, press <RETURN>. The computer will instruct you to remove the *Rebellion Master* disk and insert *Rebellion One*.

The main menu should now appear (see Diagram 2). If you have not used the program before, press <RETURN> to see the *Introduction*. If you want to skip the introduction, press the <SPACE BAR> once so that *New Session* is highlighted, then press <RETURN>.

Highlighting *Quit* allows you to leave the program.

Diagram 1 — The Introductory Screen



Using the Program

While using *Rebellion in the West* you will be asked to use menus, respond to instructions, and exchange disks. You will have more success using the program if you have a complete understanding of how to use these three functions.

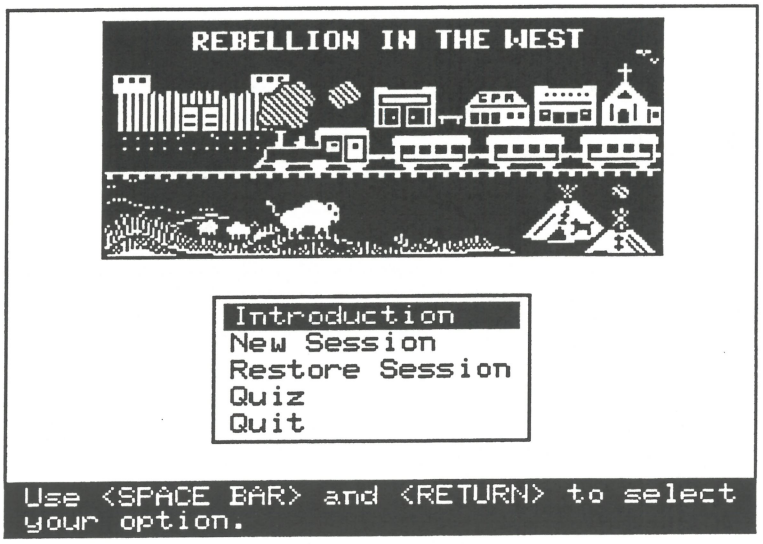
Menus

Throughout the program you will be shown *menus*: lists of choices which you are allowed to make. For example, at the beginning of the game, you will be shown the menu depicted in Diagram 1.

To tell the computer what you want to do, simply use the <SPACE BAR>, arrow keys, or <E>, <S>, <D> and <X> keys to move the highlight to the desired command. For example, if you want to select *Introduction* from the Main Menu, the menu should appear as in Diagram 2, with the word "Introduction" highlighted. Once your choice is highlighted, press <RETURN>.

If at any time you wish to escape from a menu or operation, press the <ESC> key.

Diagram 2 — Main Menu, Selecting "Introduction"



Instructions

While using *Rebellion in the West* you will often see instructions at the bottom of the screen. You will usually be asked to press a key or wait a moment while the computer performs a function. Follow these instruction carefully and the program will progress smoothly.

Exchanging Disks

Rebellion in the West resides on three Apple II 5.25" disks, two MS-DOS 360K (5.25") disks, or one 3.5" disk. Please see *System Requirements* for more information on the disks you should have.

Apple

If you are using an Apple II with 5.25" disk drives, after choosing *Simulation* from the master disk, you will have to exchange *Rebellion Master* for *Rebellion One*. If you have two disk drives, insert *Rebellion Two* into the second drive. You will not have to exchange disks again unless you wish to use the utilities on *Rebellion Master*.

If you have one disk drive, from time to time the computer will instruct you to remove *Rebellion One* and insert *Rebellion Two*. This happens when you are looking up information in either *Topics* or *Words* or when saving a session. When you have finished any of these actions the computer will ask you to remove *Rebellion Two* and replace it with *Rebellion One*.

MS-DOS

User's of MS-DOS versions should insert *Rebellion One* in your second drive (if you have one). Otherwise, you will have to exchange disks when moving from *Utilities* to the *Simulation*, or back.

Hard disk installation

NOTE: the 5.25" versions of the program cannot be loaded onto a hard disk. If you require the program to be loaded onto a hard disk, for single or multiple terminal use, please contact Entrex directly.

Main Screen Components

The main screen (see Diagram 3, p. 10) is divided into several sections: the map, the status display, and the command bar.

Map

Strategically important areas on the map of Saskatchewan are marked with small boxes. If the box is empty, no forces are located there (if secrecy is on, this is not necessarily true, see *Part Three: Options & Utilities*). If the top half of the box is filled, Metis or Indians reside in the area. If the bottom half of the box is filled, the Settlers or infantry control the area. If both halves of the box are filled, both sides are present in the area.

When a unit of settlers or Metis is moved, the appropriate half of the box at the original location will be cleared, while the appropriate half of the box at the new location will be filled.

NOTE: the original box will remain filled if another unit from the same side remains in the area.

If secrecy is turned on, you will be unable to see where enemy forces are located unless one of your armies is in the same area.

Status Display

This part of the Main Screen will change to keep you informed of the status of your units. It tells you the round of play, the date (starting March, 1883), and the side currently taking its turn.

The status display also lists the points the command, either Metis or Settlers, has and the number of points it needs to win.

"Potency" is listed next. Potency reflects the morale and preparedness of a side. The Metis will gain potency through the first rounds of play and will lose potency whenever they fight in areas where they are running out of arms and ammunition. Potency affects fighting ability. The lower the potency the less capable a unit is of fighting. Potency can never be higher than 100 or lower than 10.

"Strength" shows the combined strength of all active forces of the current command. The higher the number, the greater the strength. The strength and potency values are set at the beginning of the simulation, and will vary as the simulation progresses. Initial values are based on historical data, though they are scaled for ease of use.

The last number, under "Losses," shows the total number of strength points lost during the war, as of the date listed at the top.

This information is intended to help you plan and make decisions. A breakdown of these numbers by unit or area is available under the *Stat* command.

Command Bar

At the top of the Main Screen is the Command Bar. The Command Bar is used to activate any one of the program's six main commands. To select a command, type its first letter or move the highlight to the command by pressing the <SPACE BAR>. When the desired command is highlighted, press <RETURN>.

The next section explains each of the commands in detail.

Commands

This section provides a detailed explanation of each of the program's commands, discussed in the order in which you will most likely want to use them.

Help

If you are using this simulation for the first time, it is important that you begin with this command. After selecting it, a sub-menu containing three different options (*Advice*, *Rules*, and *Symbols*) will appear. Use the <SPACE BAR> to select the option of your choice, then press <RETURN>. First-time users should study each of the options before using the simulation.

Advice contains valuable hints on how to command the Metis and Settler's forces. While it does not contain strategies which guarantee victory, the Advice option will provide ideas that might help your side. Rules for using this simulation are outlined in the *Rules* file. This includes the guidelines for moving units, the requirements for victory and computation of settlement and battles. A symbols legend can be found in the *Symbols* file.

Move

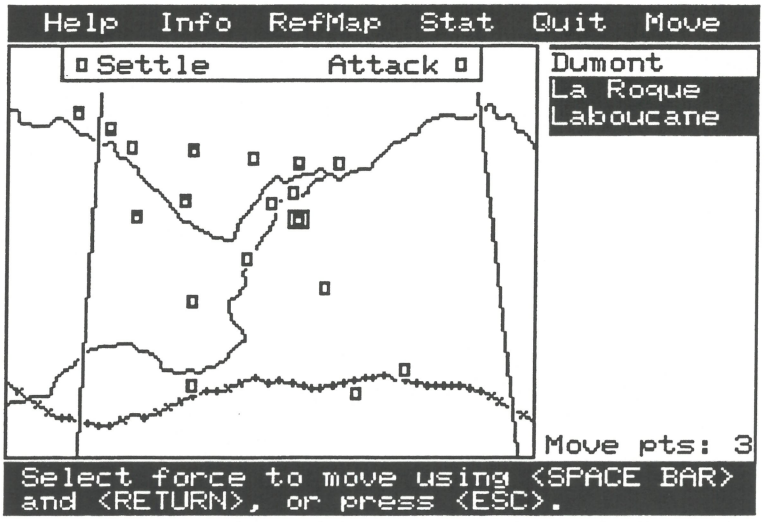
This command allows you to move your units. All of your active units will be displayed on the screen, as in Diagram 3 on the following page.

After selecting *Move*, highlight the name of the unit you wish to move. When highlighted, the location of that particular force will flash on the screen. Once you have selected a unit, press <RETURN>. The computer will list all the possible locations to which that unit can be moved. Again, use the <SPACE BAR> to select a location. Then press <RETURN>.

Some units will be quite mobile, with the capability of moving up to three times in one turn. Units capable of moving more than once in a turn may be temporarily moved to a location and moved again later. If you decide that you don't want to move a unit after already selecting it or its destination, simply press <ESC>. You will be given three options:

- *Pause Move* temporarily leaves the unit at that location.
- *End Move* leaves the unit at that location for the rest of the turn.
- *Cancel Move* returns the unit to the location it started from at the beginning of your turn (not available if secrecy is turned on).

Diagram 3 - The Main Screen and Move Command



Info

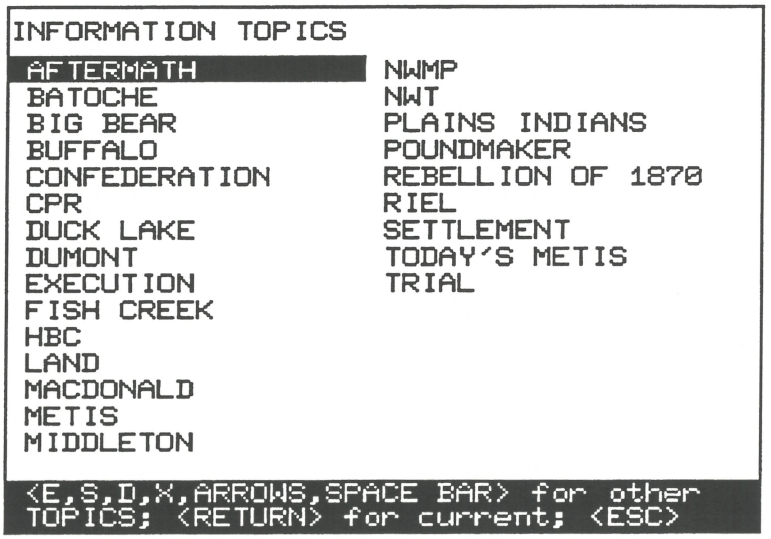
After choosing this command, you will see a sub-menu containing two options: *Subjects* and *Words.*

Subjects

If you select this option, you will see the screen depicted in Diagram 4 — an index of all the topics which you can read about. Highlight the title of the subject you would like to read about. Information on that topic will appear on the screen.

Press the arrow keys or <SPACE BAR> to page through the text. Press the <ESC> key when you have finished reading. You may choose another topic or press <ESC> again to return to the Main Screen.

Diagram 4 — Subjects



Words

This option contains a computerized glossary of the more difficult words used in *Subjects*. To find a particular word, highlight the appropriate alphabetical category . You will see a dictionary containing all of the words that fall in the alphabetical category you selected. Press the <ESC> key when you have finished reading. You may choose another category or press the <ESC> key again to return to the Main Screen.

Refmap

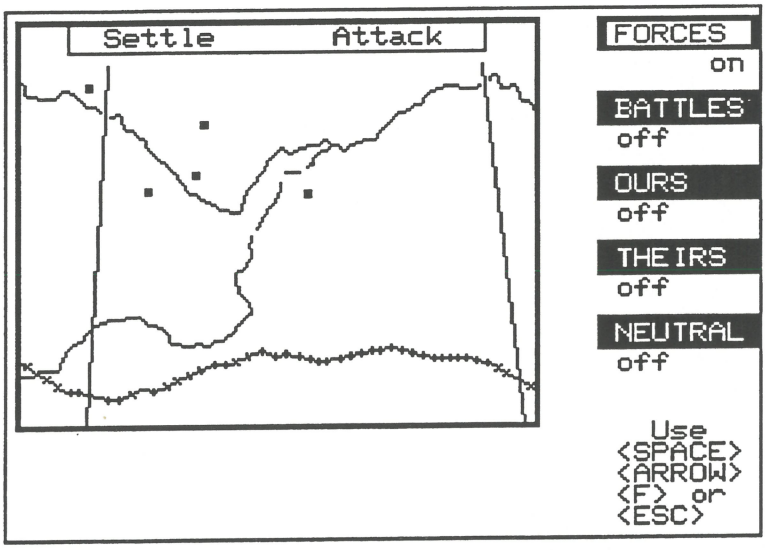
Selecting this command allows you to view a map of Saskatchewan and the key locations where settlement and battles can take place (see Diagram 5, p. 12).

Note the categories on the right hand side of the screen. You may display your forces, the areas controlled by either side, the areas in which battles are currently taking place, or neutral areas. Use the <SPACE BAR> to move to the desired category. Then press the right or left arrow keys to turn the category "On" or "Off" (displayed or not displayed).

To see a flashing display, press <F> after switching a category on. Press <F> again to turn the flashing display off.

Press the <ESC> key to return to the Main Screen.

Diagram 5 — Total Map



NOTE: Even when secrecy is on, areas controlled by the enemy will be displayed.

Stat

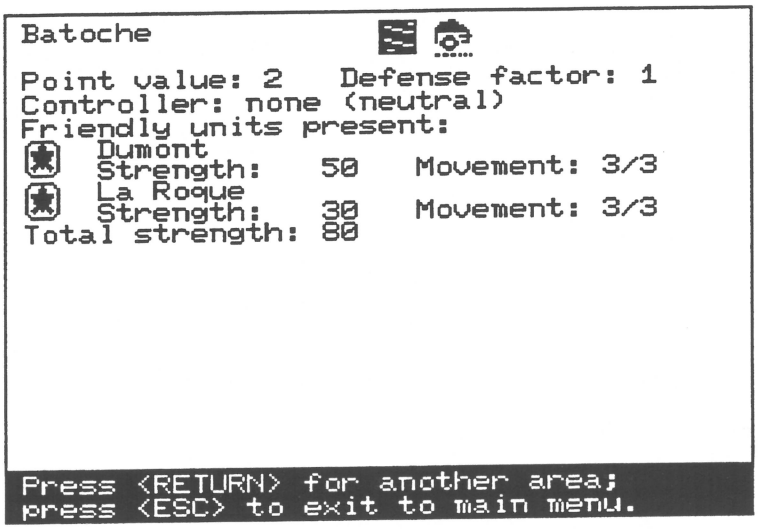
This command enables you to receive a full report of the action. You'll go to a sub-menu with four options: *One Area*, *All Areas*, *All Forces*, and *Status Report.*

One Area

When you choose this option, a list of all areas for which statistics are available will appear on the right hand side of the main screen. Move the highlight to the desired location (the list continues beyond the last line shown on the screen — to see additional areas, move the highlight past the last location shown). Press <RETURN>. A report about this area will appear (see Diagram 6).

The report will display symbols showing the area's strategic importance and points indicating its value to the side which controls it. The report will also list the units you have present in the area and inform you if any enemy units are nearby. To view another area, press the <RETURN> key. Press the <ESC> key to return to the Main Screen.

Diagram 6 — Area Report



All Areas

This report will show you a breakdown of all areas controlled by the Metis and the Settlers (see Diagram 7, p. 14).

The column labelled "DEF" represents the Defense Factors of each location. The first number in the Defense Factor refers to the geographical location. Forts located on a hill or near water will be deemed to have natural fortifications. These areas will have a defense factor of 2 or 3. Most areas are simply labelled with the number 1 for average geographical advantages.

The second number in the Defense Factor refers to man-made fortifications. Some areas are defended by forts made of logs. The higher the defense factor, the more protected the area. If you can take a fortified area without a siege, you can keep the fortification advantage. However, if you must fight to win the area, the second number will be lowered since the fortifications will most likely be destroyed during the battle.

The "PNTS" column lets you know how many points you will gain if you take over an area. An asterisk (*) by one of these numbers indicates that you already control the area.

The "PRESENCE" column lets you know if friendly units are in the area. The first number indicates the number of friendly units present, while the second number lists their combined strength. If an "E" appears after a number, it means enemy units are nearby.

Diagram 7 — All Areas

AREA	DEF	PNTS	PRESENCE
Attack	1,1	0	0:0
Batoche	1,1	2	2:80
Battleford	1,1	3	1:30
Birch Lake	1,1	1	1:35
Cut Knife	1,1	1	1:35
Duck Lake	1,1	1	0:0
Fish Creek	1,1	1	0:0
Fort Carleton	1,2	2	0:0
Fort Pitt	1,2	2	0:0 E
Frenchman's Butte	1,1	1	0:0
Frog Lake	1,1	1	1:35
Prince Albert	1,2	4	0:0 E
Qu'Appelle	1,2	0	0:0
Regina	1,1	0	0:0
Rosetown	1,1	1	0:0
Saskatoon	1,1	3	0:0
Settle	1,1	0	0:0
Shell Lake	1,1	1	0:0
Swift Current	1,1	0	0:0
Watrous	1,1	1	0:0

All Forces

This report indicates the location of each unit, the strength of the unit, the number of moves it has left in the turn, and the number of moves it has in any normal turn. The report also divides units into "Potential" units (units which will enter the fray sometime in the future), "Active" units (units currently involved in settling or battling), and "Destroyed" units (units which have lost all their strength points).

Diagram 8 — All Forces

FORCES--potential	STR	RND	LOCATION
Riel, Setmode	50	4	Settle
Marchand, Metis	30	2	Battleford
Laurie, Metis	30	2	Batoche
Dumas, Metis	30	3	Battleford
Nolin, Metis	30	3	Batoche
Parenteau, Metis	30	4	Battleford

FORCES--active	STR	MOV	LOCATION
Dumont, Metis	50	3/3	Batoche
La Roque, Metis	30	3/3	Batoche
Laboucane, Metis	30	3/3	Battleford
Big Bear, Indian	35	0/0	Cut Knife
Crowfoot, Indian	35	0/0	Frog Lake
Poundmaker, India	35	0/0	Birch Lake

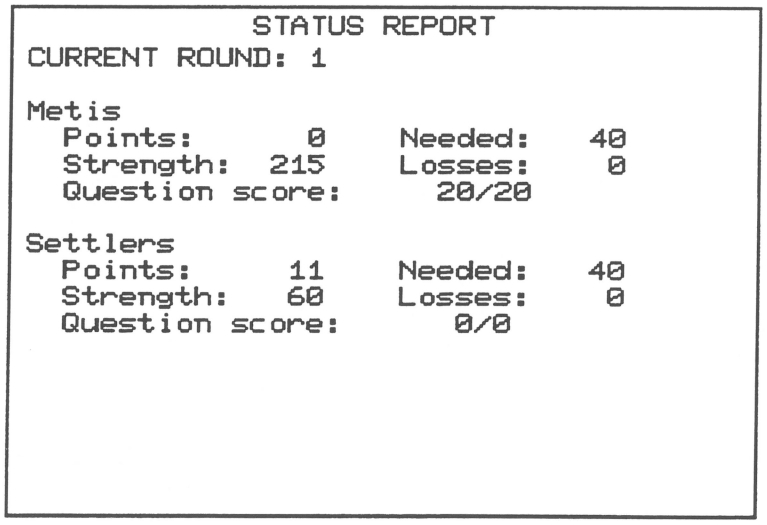
The potential forces are listed on the top of the screen. The column labelled "STR" indicates the Strength Factor for each force (this is based on a high of 100). The "RND" (Round) column lets you know when each force will be available for you to move. The "LOCATION" column lets you know where each force is located.

Your active units are listed at the bottom of the screen. These are the units that are currently available for you to move. The "STR" column indicates strength. The "MOV" column lets you know how many moves each unit has. The first number indicates how many moves remain for the current round, while the second number lists the total possible moves in any one round.

Status Report

The Status Report gives you a quick report on the strength and points of both sides.

Diagram 9 — Status Report



The Status Report includes the number of rounds of play that have been completed, points scored, points needed to win, strength, losses, and the scores gained on questions answered during play.

Quit

If you select this command, you will move to a sub-menu with the following options:

Next Turn

This option will end one side's turn and pass the turn on to the other side. Before the other side may take its turn, however, all current battles will be resolved. After the Settler's turn the computer will check for events.

Save

You may save a session if you wish to finish it later. After selecting this option, you will be asked to type in a number and a name to identify the session. (NOTE: if you do not save your simulation, no record of it will be kept.) All simulations are saved on *Rebellion Two*. Up to nine sessions can be saved on the disk. If you run out of space, use the *Clear Saved Sessions* utility to remove old sessions.

Restore

You can resume a previously saved session with this option. The names of the saved sessions will be displayed when you select this option. Type the number corresponding to the session you wish to resume and the computer will take you back to the point at which you left the session.

Restart

This option allows you to start the simulation over. All previous movements and battles in the computer's memory will be erased.

Resign

To resign is to give up! This, of course, is to be considered a last resort and should be used only when you feel there is no hope of victory, though defeat may be some time in coming.

Quit

Use this option if you are finished for the day. (NOTE: *Quit* does not automatically save your sessions.)

Scoring Points

To score points, you must do three things. First, you will gain most of your points by building farms and towns. Second, you can gain points by controlling areas. The Settlers will control an area as a matter of course (they are given title to the land from the government or the CPR), but the Metis must rebel before they can enforce their claim to the land. Third, points can be gained by eliminating all the opponent's units. If this is done you will automatically be awarded enough points to reach 40 and to win the contest.

To find the point value of an area, select STAT at the Command Bar on the Main Screen. Then choose "All Areas" on the sub-menu that appears. Point values for each geographical area on the map will be listed.

The points scored for correct answers to questions (20 points each), or for incorrect responses (-20 points each), only affect the movement ability of your units.

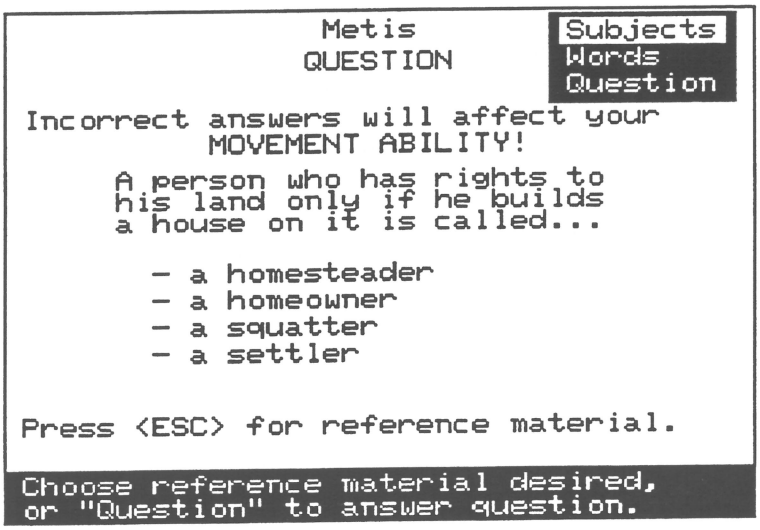
Secondary Screens

From time to time during the simulation, the following secondary screens will appear:

Questions

If the *Questions* option is turned on (see Part Two: Setting Options, or ask your teacher how to turn this option on and off), each player must correctly answer a multiple choice question about the Saskatchewan Rebellion before taking a turn. Here is an example of the type of question you will have to answer:

Diagram 10 — Questions



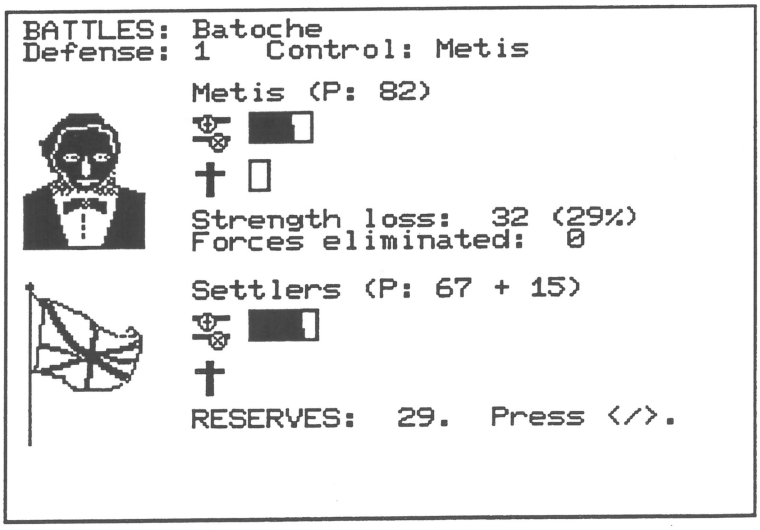
It is a good idea to use the *Info* command to research questions before answering them. Of course, your teacher may decide to make the simulation even more challenging by turning off the option that allows you to gain access to this information. If you answer the question correctly on the first try, you will receive 20 points under your Questions score total. This total is not related to the Main Screen score, but a good question score will increase your movement ability.

If your first answer is incorrect, you must continue choosing answers until you identify the correct one. You will lose points for each incorrect response; even one wrong answer will restrict your ability to move during that turn. **If you give two or more incorrect answers, you will lose your turn.**

Battles

A battle report will be generated for each battle in a given turn. The screen will change to show the location, number of people involved (depicted in a bar graph), and losses for both sides, as in this example:

Diagram 11 — Battles



Bar graphs beside the pictures of Riel and the Union Jack will indicate the total strength of the armies participating in the battle. Casualties will also be graphed. When the battle is over, the computer will calculate the percentage of people lost on both sides and will indicate whether any units were destroyed.

Reinforcements

When new units enter the struggle between the Metis and homesteaders, you will see a screen in which the unit name, type, location, strength, and movement ability are displayed:

Events

Several important events will occur during the course of the action. These include the construction of farms, towns, Indian uprisings, arms shortages, and so forth. Some may increase or decrease your potency, strength, and points. Events will be displayed at the end of each full turn. Press <ESC> when you are finished reading the text.

Part Two

Guidelines for Play

Description of Forces

Metis — these units represent families of Metis settlers. Their goal is to find a suitable place to settle, farm, trap for furs, and so forth. To clear an area a Metis unit must reside in an area one turn. To build a farm it must stay in a cleared area at least one turn, and to build a town, it must stay in a farmed area until a town has been established there. Metis units are incapable of fighting or claiming land. However, if the Metis choose to rebel (by moving the Riel unit to attack) each Metis unit will be converted to a Rebel unit (see below).

Indian — there are three Indian units, representing three of the major Plains Indians tribes. These units are incapable of fighting or claiming territory until such time as they are forced to rise up against the government (because of living conditions or support for Riel's rebellion).

Rebel — this unit type is created when the Metis rebel. At that time, each Metis unit will be converted to a Rebel type, and can then attack forts and homesteaders and is able to claim land. However, these units cannot farm or build settlements.

Settler — this unit type prefers to avoid battle, and is best used to build farms and settlements. It will claim any area which it resides in or passes through. To clear an area a Settler unit must reside in an area one turn. To build a farm it must stay in a cleared area at least one turn, and to build a town, it must stay in a farmed area until a town has been established there. Settler units are capable of initiating attacks or defending territory if the Metis rebel. They cannot lead attacks in times of peace.

Surveyor — this simple unit is used to survey lands settled without grants and deeds from the government or the CPR (i.e. lands settled by the Metis). Any Metis farms built on such land will be lost. Metis towns, however, will be considered safe from the surveyor's flags.

Infantry — these units appear if the Settlers move to prevent or repulse a rebellion. They are strong, battle-ready units whose sole purpose is to combat the Metis.

Rules

The following rules govern movement and battles in *Rebellion in the West.* They can be found under *Rules* when you choose the *Help* option.

- There are two ways to win. The most peaceful way is to settle enough land (by clearing, farming and building towns on it) to gain 40 points.

- The program will list each area which has been cleared, farmed and settled. If you do not maintain a record of this, the information can be obtained by checking the "One Area" stats. Icons will show the area status, with separate icons for cleared land, farmed land, and towns.

- To clear land, simply move any Metis or Settler unit to the area you wish to clear. No points are awarded for this.

- To farm an area, first clear it. Then units left in the area can build a farm. Farms will belong to either the Settlers or the Metis, and are worth one or two points respectively. Both sides may own farms in the same area.

- Towns can be built only in areas where farms are established. There can never be two towns in one area. You cannot build a town in an area if your opponent is also present in that area. Once a farm is established, leave a unit there until a town has been built (this may take many turns) as shown by the program. A town is worth three points.

- You can also win by defeating your opponent in combat. This can only happen if both sides move to attack (the Metis by moving the Riel unit to "Attack"; the Settlers by moving Crozier to "Attack"). You may not have to reduce the other side's strength to zero if you can claim most of the territory he/she used to reside in.

- The Metis can lose rights to any and all farms built on unsurveyed land. However, once an area has been surveyed, it cannot be resurveyed, and is thus safe for settlement. An area is surveyed when the Settler's "Surveyor" unit is moved there.

- Potency changes with time. The Metis will gain potency early on, while the Settlers gain potency in the later rounds. The Metis will lose potency points every time they fight in an area where they have no arms cache (check "One Area" stats for the arms icon).

- After a rebellion, when a unit enters an area occupied by the opposition, a battle must take place.

- After a rebellion, an area will be controlled by the last side to have passed through it uncontested, or to have won the area by eliminating the opposition.

- If the question option is on, you must answer the question before taking your turn. Incorrect answers will result in a loss of movement ability.

Strategies

The following advice does not provide a guaranteed strategy for winning the struggle between the Metis and the Settlers. It does, however, point out some of the strengths and weaknesses of each side, and ways to take advantage of them.

Metis: Advice

- There are two ways to win: one, by farming and settling; or two, by destroying all of the opponent's forces. Destroying the opponent's forces will be very difficult. The opponent is stronger over time and has areas to retreat to where you cannot follow.

- To earn points, you must build farms and towns. Do this by moving your Metis units into areas where Metis farms and towns do not exist (see: RULES for info on clearing, farming and settling land).

- If at all possible, do not rebel. The Settlers have many advantages, particularly in battle, but if you can pull even in points with them at about round eight, you may very well win without ever fighting.

- If, however, you feel cheated by the cheap tactics of the homesteaders and the government surveyor, you may want to rebel. In fact, you may have to rebel if you want to win. Move the Riel unit to "Attack" to begin the rebellion.

- You should build at least six or seven farms and three or four towns before you rebel. If you rebel any earlier, you may not be able to gain enough points to win.

- There are three important areas on the map. Prince Albert is worth four points if you can capture it. Fort Pitt and Fort Carleton are worth two points each, and contain arms caches which can be captured if there are no infantry units nearby.

- Protect Batoche and Battleford. They are your most valuable areas.

- If you rebel, always try to fight in areas where there are arms caches. If you run out of ammunition your potency will drop very quickly.

- As much as possible, fight with your forces together. Large armies are very effective in crushing enemy forts and armies.

- In general, you cannot survive a long war. You will run out of guns, ammunition and men long before the enemy does. Attack when you need only a few points and can pick them up quickly.

- Realize the Metis hold the early advantage in strength, potency and number of units. Take advantage of this to cover as much territory as possible until a rebellion.

Settlers: Advice

- There are two ways to win: one, by farming and settling; or two, by destroying all of the opponent's forces. Destroying the opponent's forces will be difficult. You cannot attack the Metis until they attack you. Thus they may wait until they need only a few points to win before rebelling.

- To earn points, you must build farms and towns. Do this by moving your Settler units into areas where Settler farms and towns do not exist (see: RULES for info on clearing, farming and settling land).

- If you are not playing with secrecy, try to move to prevent a rebellion on the same turn as the Metis rebel. If you do not do this, they may be able to defeat you before you can properly defend yourself.

- Do not, however, move to prevent a rebellion before they rebel. This will cost you a penalty of one point per turn until the Metis do rebel.

- You should try to claim as many areas as possible as quickly as possible. Since the Metis cannot claim areas, you may claim both areas you want to settle and areas the Metis are settling.

- There are three important areas on the map. Prince Albert is worth four points. Do not leave it undefended. Fort Pitt and Fort Carleton are worth two points each, and contain arms caches which can be captured by the Metis if your infantry does not defend them.

- Attack Batoche and Battleford. They are the Metis's most valuable areas.

- If you end up fighting, always try to fight in areas where there are no arms caches. If the Metis run out of ammunition their potency will drop very quickly.

- As much as possible, fight with your forces together. Large armies are very effective in crushing enemy forts and armies.

- In general, the longer the war lasts the better off you are. The Metis will run out of guns, ammunition and men long before you do. Move all your units into one or two areas which you can defend until the Military arrives.

- Realize the Metis hold the early advantage in strength, potency and number of units. Your advantages are in your abilities to survey, claim land and wage a long war.

Commonly Asked Questions

1. *What do I have to do to win?*

   To win you must earn 40 points through farming and claiming land or by eliminating all of the opposing side's units.

2. *How can I build towns?*

   To build towns you must first clear an area (or select an area which is already cleared), build a farm there (by leaving a Settler or Metis type unit there until the program acknowledges the farm — usually a turn or two) and then leave the unit there unit the program acknowledges your town (this may take quite a few turns). A town cannot be built if both sides are present in the same area, or if a town is already there.

3. *Can the Metis win without rebelling?*

   It is possible, but not very likely. If the Settlers allow you to build enough farms and towns you will reach 40 points in 10 - 15 turns. However, the Settlers can claim land, build their own farms and towns, ***and*** survey your towns and farms. Because they can reduce your point total, they should reach 40 points first.

4. *What can my surveyor do? Is the unit of any value during a rebellion?*

   Your surveyor is best used to take points away from the Metis for settling on land which has not been properly surveyed by the government. However, remember that you cannot survey an area twice. Once an area has been surveyed, the Metis may settle there without fear of losing their holdings.

   The surveyor is of no use during a rebellion. The Metis will certainly not respect any new lines drawn upon the ground, and the surveyor is virtually useless as a fighting unit.

5. *How can the Metis gain the support of the Indians?*

   Indian support of a Metis rebellion is contingent on two factors: first, on the hunger of the Indians — the more they starve the more likely they are to rebel; second, on the potency of the Metis during the rebellion — if the Metis appear strong and likely to win the rebellion, the Indians may join them.

6. *How can the Metis survive in a long war if they keep losing 15 potency points every turn they fight?*

   Most probably the Metis will not survive in any long war. They have only very limited supplies of arms and ammunition, and very few men. To avoid large, quick loses of potency, however, the Metis should fight their battles in areas where they have arms cached (check "One Area" stats for the "Arms" icon). An arms cache will usually last only one or two turns. After that, if the Metis continue to fight in the same area, they will lose potency.

7. *Can the Metis gain new arms caches once the rebellion has begun?*

You will not be able to create any new arms caches once you have begun the rebellion. However, you might be able to capture supplies held by the settlers in Fort Carleton and Fort Pitt. To do this, you must move any of your units to the forts at a time when the forts are not defended by an infantry unit.

8. *Can the Settlers move to prevent a rebellion even if there is no indication that a rebellion is about to happen?*

Certainly. The Settlers may, at any time, move to prevent a rebellion simply by moving the Crozier unit to "Attack." However, the Settlers will not be allowed to attack the Metis so long as the Metis remain peaceful, so there is no advantage to doing this.

9. *How do I take control of an area?*

All Settlers' units can take control of an area simply by passing through it. Metis units, however, cannot control an area until they rebel. Then they may control any area in which they reside uncontested, or any area they pass through which is not occupied by the Settlers. After a rebellion, areas in which both sides are present are controlled by whichever side was there first.

10. *Is there any quick and easy way to get my troops from eastern Canada to Saskatchewan before the CPR is completed?*

No. If the CPR is not ready for use, your troops must make the arduous journey across the Great Lakes and over the Canadian Shield by following the many waterways and Indian paths. Troops will arrive at least one turn sooner if the they can ride the rails.

11. *What do I do if I've claimed all the areas possible, built as many towns and farms as possible, and still haven't won?*

Metis: this will usually only happen if you rebel before you have built enough farms and towns. You are left with two choices. First, you should try to destroy all the Settler's units in battle. You can win if you eliminate the opposition. If that seems impossible, surrender; defeat is inevitable.

Settlers: this could happen if the Metis don't rebel and are careful to block all your attempts to build towns (done simply by locating Metis units at potential Settler town sites, since a town cannot be built where both sides are present). Your only real strategy is to try to confuse the opposition as to where you are trying to settle. After the Metis have finished moving, move your units to areas where the Metis aren't — they don't have enough units to occupy every area.

12. *What if there is an Indian uprising but no Metis rebellion?*

Contain or attack the Indians. Do not let them roam and attack as they please or the opposition will almost certainly win.

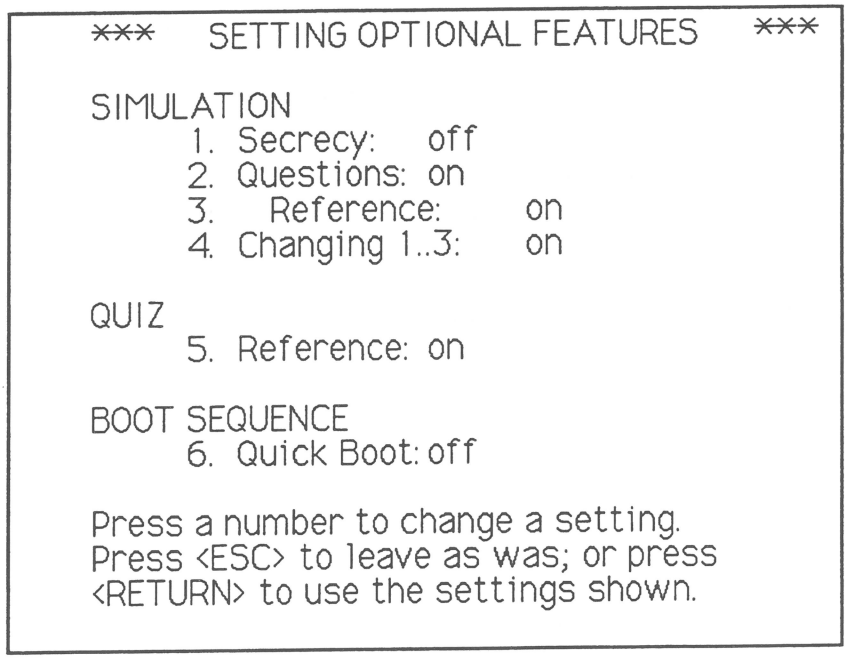
Part Three

Teacher Options & Utilities

Setting Options on the Master Disk

You may wish to change factors within the program to make it more challenging for advanced students or to streamline some of the operations when computer time is limited. This can be achieved by changing one or more of the program *Options*. To make these changes use the <SPACE BAR> to highlight *Set Options* at the introductory screen. Press <RETURN>. This screen will appear:

Diagram 12 — Options Screen



If you decide to leave all the options the same, press the <ESC> key. If you want to change an option, type the corresponding number. For example, to turn *Secrecy* on, type <1>. Type <1> again to turn *Secrecy* off.

After you have selected your option settings, press <RETURN> to return to the Introductory Screen. Here is what happens when each option is turned on.

Secrecy

This option keeps unit movements secret. It gives students a chance to ask the opposing side to look away or leave the room before moving any units. The opposing side can take advantage of this time by planning the strategy for their next move. When secrecy is on, the computer will not display where opposing units are located. It is recommended that secrecy be turned off for first time users.

Questions

Questions will appear before each turn when this option is turned on. The student representing the side questioned (Metis or Settlers) **must** answer before the simulation will continue. Students gain points and movement ability for correct answers and lose points and movement ability for incorrect responses.

Reference

A complete reference section may be used to help students find answers to any of the questions appearing in the program. Turning this option off creates a "closed book" rather than an "open book" test. You might consider turning this option off if you have already given the background material to the students before they began using the program.

Changing 1..3 from disk One

Turn this option on if you want students to be able to set the three options described above from the simulation (*Rebellion One*).

Quiz Reference

This option operates much as the *Reference* option described above, except it restricts access to the reference material when using the *Quiz*.

Quick Boot

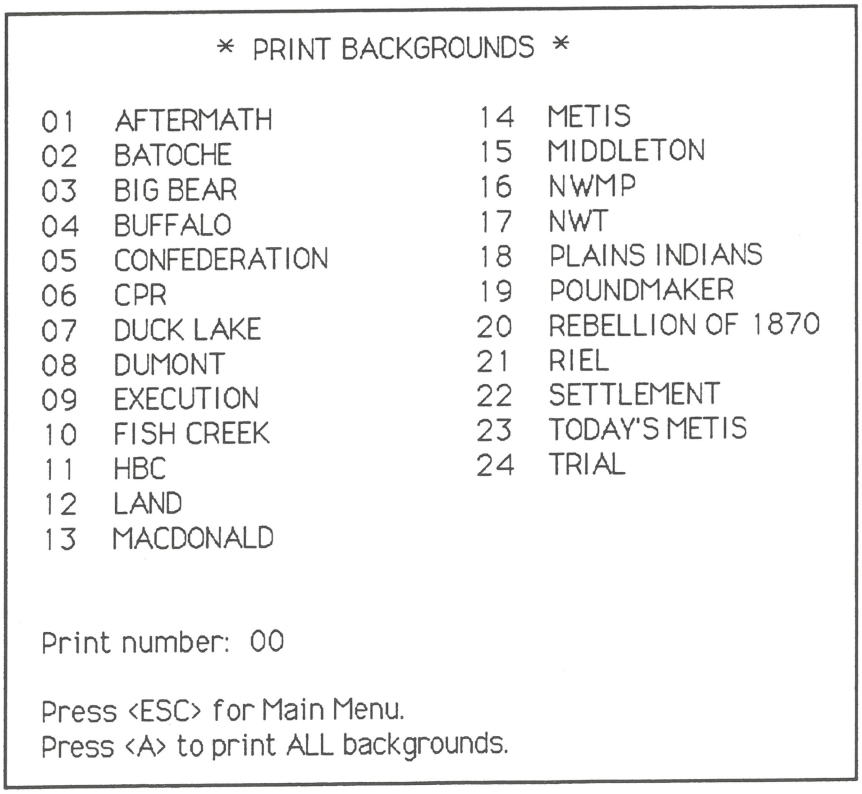
This option enables you to save time booting *Rebellion Master.* Because it takes you directly to the simulation (by-passing the Introductory Screen), the *Quick Boot* option is especially useful when you have many computers to load.

Printing the Reference Material

If you have access to a printer, you may want to print the reference information that is on *Rebellion Two.* Students may find it easier to read this information on a printout than on a computer screen. The reference material makes a good reference guide and can come in handy when computer time is limited.

Use the <SPACE BAR> to highlight *Utilities* at the Introductory Screen. Press <RETURN>. Choose <3> (Print Text) and follow the directions that appear on the screen. You'll have the option of printing any or all of the topics on *Rebellion Two.*

Diagram 13 — Printing Reference Material



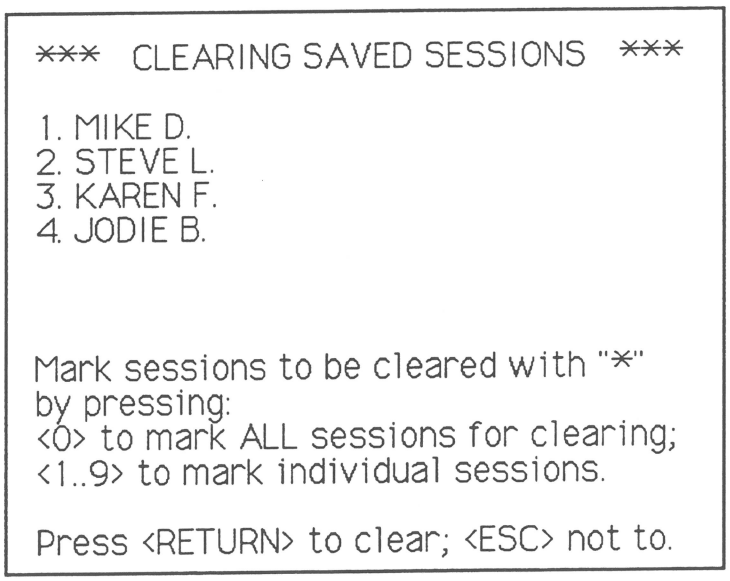
Type <M> to view the remaining categories. To begin printing, type the number of the appropriate topic or type <A> to print all of the topics. The printout will be 40 columns wide and, depending on your printer settings, will usually occupy the left hand side of the paper.

Clearing Saved Sessions

Up to nine sessions can be saved on your *Rebellion* disk. You will probably want to erase previously saved sessions to make room for new ones. If so, use the <SPACE BAR> to highlight the *Utilities* command at the Introductory Screen and press <RETURN>.

Choose <1>. The computer will prompt you to insert the appropriate disk and press <RETURN>. The following screen will appear:

Diagram 14 - Clearing Saved Sessions


*** CLEARING SAVED SESSIONS ***
1. MIKE D.
2. STEVE L.
3. KAREN F.
4. JODIE B.
Mark sessions to be cleared with "*"
by pressing:
<0> to mark ALL sessions for clearing;
<1..9> to mark individual sessions.
Press <RETURN> to clear; <ESC> not to.

Mark each session you wish to clear by pressing the number corresponding to the session or press 0 (zero) to mark all the sessions. An asterisk (*) will appear beside each session to be cleared. When you are finished marking, press <RETURN> to proceed with the deletions. If you decide not to clear any sessions, press <ESC>.

Modifying the Questions

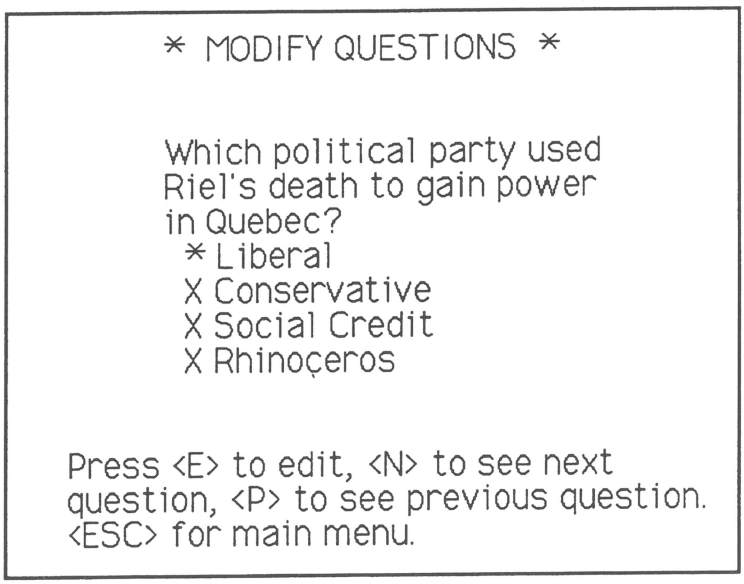
You may change any of the questions appearing during the simulation. You may also create additional disks with new questions.

Keep in mind that the questions are contained on *Rebellion One*. If you change questions on one disk and want all of the students to have them, you will have to make copies of the disk you changed. Instead, you may want to create several different disks and circulate them among the students for an endless array of questions. It is not a good idea to change questions on the original *Rebellion One*.

To edit or replace old questions with new ones, use the <SPACE BAR> to highlight the *Utilities* category at the Introductory Screen and press <RETURN>.

Choose <2> when the Utilities Screen appears. The computer will instruct you to insert *Rebellion One* and press <RETURN>. This screen will appear:

Diagram 15 — Modify Questions



Press <E> if you wish to edit the question. The cursor will appear on the first letter of the question. Use the arrow keys to move it to the portion of the question you wish to change. Type in the changes over the old information.

If you wish to write a new question altogether, leave the cursor at the beginning of the question and simply type the new question over the old one.

When editing and writing questions, keep these points in mind:

- Each question must contain three lines. You cannot reduce the question's length to two or increase it to four.
- Question lines may contain up to 27 characters (including blanks).
- There must be four answer choices to each question, with one choice to a line.
- Only one answer to a question can be correct. Precede the correct answer with an asterisk (*).
- The three incorrect answers must be preceded by a capital "X."
- Before typing an answer, skip two spaces, type <*> or <X> for correct or incorrect, and then skip one more space before typing in the answer. You may use up to 23 characters for each answer.

NOTE: If you do not follow the correct procedure for writing questions, the computer will give you an error message and will not allow you to save the modified question.

When you have finished editing a question, press the <CONTROL> and <C> keys simultaneously. The computer will ask you if you wish to save the new question. Type <Y> to save the changes or <N> if you have changed your mind about the edits.

To move to the next question, type <N>. To move to a previous question, type <P>. When you have finished editing, press <ESC>. Insert the *Rebellion Master* and press <RETURN> to go back to the Introductory Screen.

Quiz

This simple drill allows you to bypass the simulation routines, leaving only the questions. Up to five students may then take turns answering questions about Canada and the North-West Rebellion. You can use the Modify Questions option to replace the old questions with new sets from time to time.

Because knowledge is so critical to victory in the simulation, some students many want to use the Quiz to refresh their knowledge of historical facts before tackling an opponent.

To use the quiz and not the simulation, highlight *Quiz* on the Introductory Screen and press <RETURN>. Select the number of players (from 1 to 5). The computer will ask if your selection is correct, giving you the opportunity to change your mind. Type <Y> if you are satisfied with the number of players; type <N> to change it.

A series of multiple choice questions will appear. Students will score 20 points for each question they answer correctly the first time. They will lose 25 points for one incorrect response, 50 points for two incorrect answers, and 100 points will be deducted if a student answers incorrectly three times in a row.

Part Four

Using the Program in the Classroom

Lesson Plan

This program works most effectively when used in conjunction with a complete unit of study focusing on the Saskatchewan Rebellion. It can also be used on its own, as enrichment or supplementary material. The following suggested study unit could span five to 10 days of study, depending on the depth of learning desired. It can be used exactly or modified to fit particular classroom requirements.

DAY 1: Discuss settlement of the North-West Territories. Who lived there? Where were the centres of population? What rights did the Indians have to their land? What rights did the Metis have? How did these rights differ from those of the homesteaders arriving from the east?
Assignment 1: Have students locate on a map of Canada the major centres of population, indicating which groups of people dominated which areas of the country.

DAY 2: Discuss the causes of the Saskatchewan Rebellion: the legacy of the Manitoba Rebellion, Canadian expansion, disruption of the Metis way of life, Metis fears of losing their land, and so forth. Discuss how these problems might have been solved without a rebellion.
Assignment 2: Have students write reports on the problems left unsolved by the Manitoba Rebellion and how these problems were one cause of the Saskatchewan Rebellion.

DAY 3: Discuss the Metis' way of life. What were its foundations (e.g. the buffalo hunt)? What rights were the Metis fighting to preserve? Could they have preserved those rights without fighting?
Assignment 3: Have students write a report on the importance of the buffalo to the Metis way of life.

DAY 4: Introduce *Rebellion in the West.* Hand out the strategy and rules sheets, the map of Saskatchewan and the Forces sheets. Discuss the basic strategies and the ways in which they can be achieved. Introduce the basic commands of the program: how to move units, look up information, save their session, build towns, etc. Introducing the program should take no more than 20 minutes; use the rest of the class to begin work with the simulation.

Assignment 4: Have students outline the role of the Plains Indians in the Rebellion or write a character sketch of one of: Big Bear, Poundmaker or Crowfoot.

DAY 5: Focus on the part played by Louis Riel. Why was Riel chosen to lead the Metis? Was he the best leader? What were Riel's goals during the Saskatchewan Rebellion? Have students continue with the simulation, again saving their sessions before they quit.
Assignment 5: Have students write a report on Riel as a symbol. What did he stand for in Quebec? In Ontario? To the Metis? To Macdonald? What does he stand for today?

Day 6: Assume the perspective of the settlers arriving in Saskatchewan from eastern Canada. What were their hopes and aspirations? How did they interact with the Metis? What was their relationship with the federal government? Have students continue their sessions from the previous day. Many should be able to complete the simulation in this period.
Assignment 6: Have students write a short story or draw a picture depicting life on the prairies.

DAY 7: Focus on the effect the Rebellion had on Canadian unity. Discuss the reactions of Quebec and Ontario to Riel's execution. Why did he inspire such strong feeling? Discuss how the reasons for the Rebellion were buried under this nationalistic response. All students should complete their sessions on the computer. Those who finish early may want to swap sides and try playing from the other side's perspective.
Assignment 7: Have students write a few paragraphs on whether or not the Saskatchewan Rebellion could have been avoided, and if so how?

DAY 8: Review material, discussing causes and effects as well as the effectiveness of planned strategies. Administer quiz (see *Part Four: Multiple Choice Quiz*).

Additional activities could include:

- a look at the CPR: how it changed life in the North-West; how it affected the Rebellion; and how it, in turn, was saved by the Rebellion.

- in what ways did Macdonald's government help cause the Rebellion? What did Macdonald think of the Metis? What was his opinion of Louis Riel? How did the Metis question influence the actions of Macdonald's government?

- an in-depth look at the Canadian military. Who were its leaders? How well were they equipped to deal with a rebellion. What was their prime function?

An excellent way to utilize the program in a computer lab setting is to have two to four students learn the program as an enrichment exercise. These students can then act as tutors when the entire class moves into the computer room.

Thorough use of *Rebellion in the West* can help students gain an excellent understanding of this turbulent time in history. It's a fun way to learn!

Party Metis

UNIT	CLASS	STRENGTH	MOVES	LOCATION
Riel	Rebel	50	3	
Dumont	Metis	50	3	
La Roque	Metis	30	3	
Laboucane	Metis	30	3	
Marchand	Metis	30	3	
Laurie	Metis	30	3	
Dumas	Metis	30	3	
Nolin	Metis	30	3	
Parenteau	Metis	30	3	
Big Bear	Indian	35	3*	
Crowfoot	Indian	35	3*	
Poundmaker	Indian	35	3*	

* Unit not available for movement **until an Indian uprising**

Party Settlers

UNIT	CLASS	STRENGTH	MOVES	LOCATION
Harris	Settler	30	2	
Freemont	Settler	30	2	
Roberts	Settler	30	2	
Nordsturm	Settler	30	2	
Fernandez	Settler	30	2	
Hill	Settler	30	2	
Crozier	Infantry	65	2	
Middleton	Infantry	85	2	
Otter	Infantry	85	2	
Strange	Infantry	85	2	
Surveyor	Surveyor	10	2	

Appendix A

Network and 3.5" Disk Versions

Loading *Rebellion in the West* onto your Hard Disk

(MS-DOS versions only)

Instead of making a backup of the original Entrex 3.5" disk, you may copy the files onto a hard disk. Keep the files together in a separate directory and maintain the original disk in case the hard disk copy is damaged.

There is no copy protection on the disk so it should be a simple matter of creating a new subdirectory on your hard disk (call it "Rebel") then copying the files from the 3.5" disk into the subdirectory.

Multi-Load Feature & Custom Lab Packs

The older 5.25" disk versions were designed to allow teachers to make copies of the student disks, then boot the program on multiple computers using the one master disk supplied. Because all program files now reside on one 3.5" disk, this feature is no longer supported.

If you wish to load the program on more than one computer simultaneously, you may purchase as many extra disks as you require (creating your own custom lab pack). To purchase these disks, please provide proof of purchase of the original program to an Entrex dealer or distributor along with a purchase order specifying the number of extra disks you require. Disk prices will be available from all Entrex dealers and distributors.

Operational Differences

The 3.5" and Network versions of this product differ from earlier versions in several important ways. Please read the following carefully.

License Screen

The first time you load the program, you may have to identify yourself as the original purchaser of the program. Please type in your name or the name of the site (school name) in which the program will be used. You will also have to type in the version number of the program. The version number appears on the disk label.

Each subsequent time you load the program the screen will display a message similar to the following: "For the exclusive use of: (the name you typed in)."

Loading the Program

Follow the instructions detailed in the "Loading the Program" section of the manual. Unlike earlier versions there will be no need to exchange disks. Also, the 3.5" and network versions (MS-DOS versions only) will automatically load the simulation, by-passing the Teacher Options menu. If you wish to access that menu, you must type <CTRL> and <T> simultaneously at the opening menu (as shown in diagram 2).

Note: remember the <CTRL> <T> feature. Pressing these keys from the appropriate menu is the ***only*** way to access student record keeping, to change the difficulty level, to clear sessions from saved files, etc. (see Part Two for more information on this part of the program).

Options & Utilities

The following options and utilities are no longer available:

Quick Boot: no longer applicable (MS-DOS versions only).

Copy Disks: no longer applicable. See the copyright and warranty section of this manual for your rights in copying your original Entrex 3.5" disk.

The following option has been added to the network version (MS-DOS versions only):

Set Pathname: this allows you to preset where sessions will be saved by students. The default pathname is A:\. This means whenever a student saves or restores a session, the program will look for a disk in drive A.

The following options have been changed on the 3.5" and network versions (MS-DOS versions only):

Quit: choose this option to return to DOS or to network log on/log off routines (previous versions do not exit to DOS).

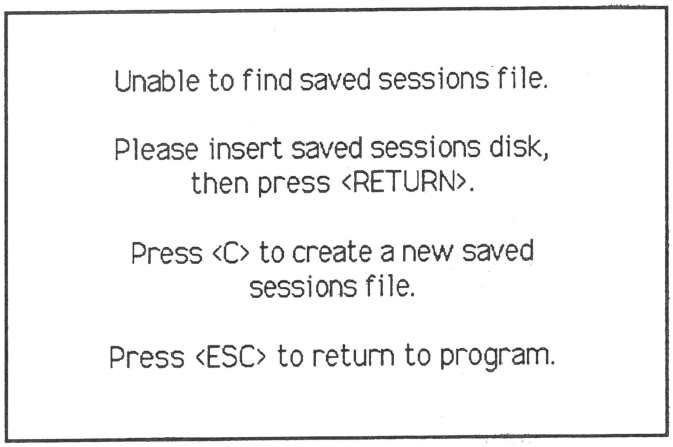
Quiz: the quiz is now available from the main menu and not from the Introductory menu. In all other respects the Quiz is the same.

Saving Sessions

In 3.5" versions, sessions will be saved to the 3.5" disk, or onto the hard disk if you have copied the program onto a hard disk. No new file will be created.

In Network versions, sessions will be saved to a file in a virtual volume located as per the *Set Pathname* option. The default pathname is A:/. In English, this means that when a student wishes to save a session, the program will look for a DOS formatted disk in Drive A, or in whatever drive (and directory) specified in the *Set Pathname* option.

If the program cannot find a saved sessions file on the appropriate disk, the following message will be displayed:


Unable to find saved sessions file.
Please insert saved sessions disk, then press <RETURN>.
Press <C> to create a new saved sessions file.
Press <ESC> to return to program.

If the student hasn't saved a session previously, he or she will probably have to create a new saved sessions file. Pressing <C> will create a small file on the disk, then will allow the student to save his or her session.

If the student has previously saved a session, simply insert the disk it was saved onto, then press <RETURN>.